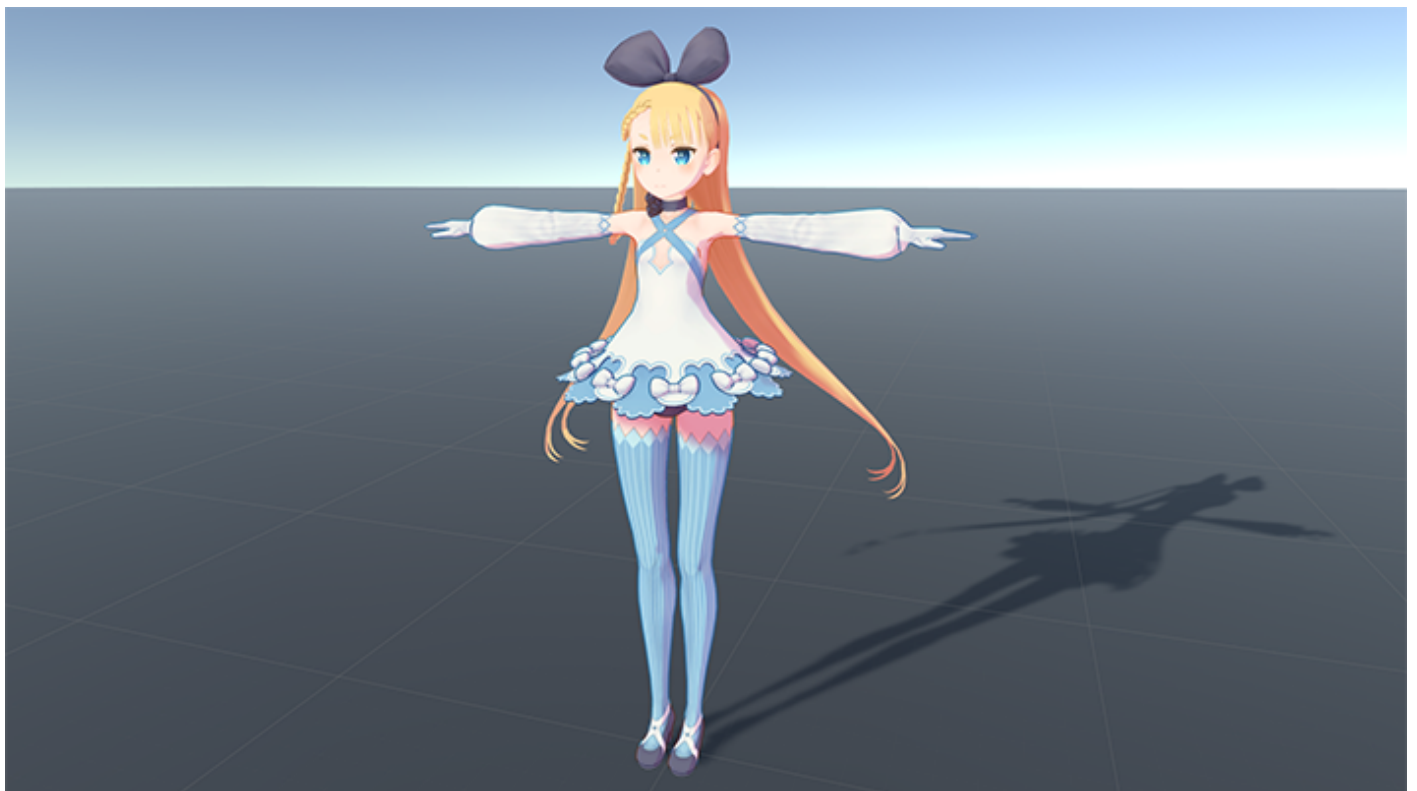


MToon

Mtoon

MToon

[illegible]

MToon3D

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- [VRM/MToon]

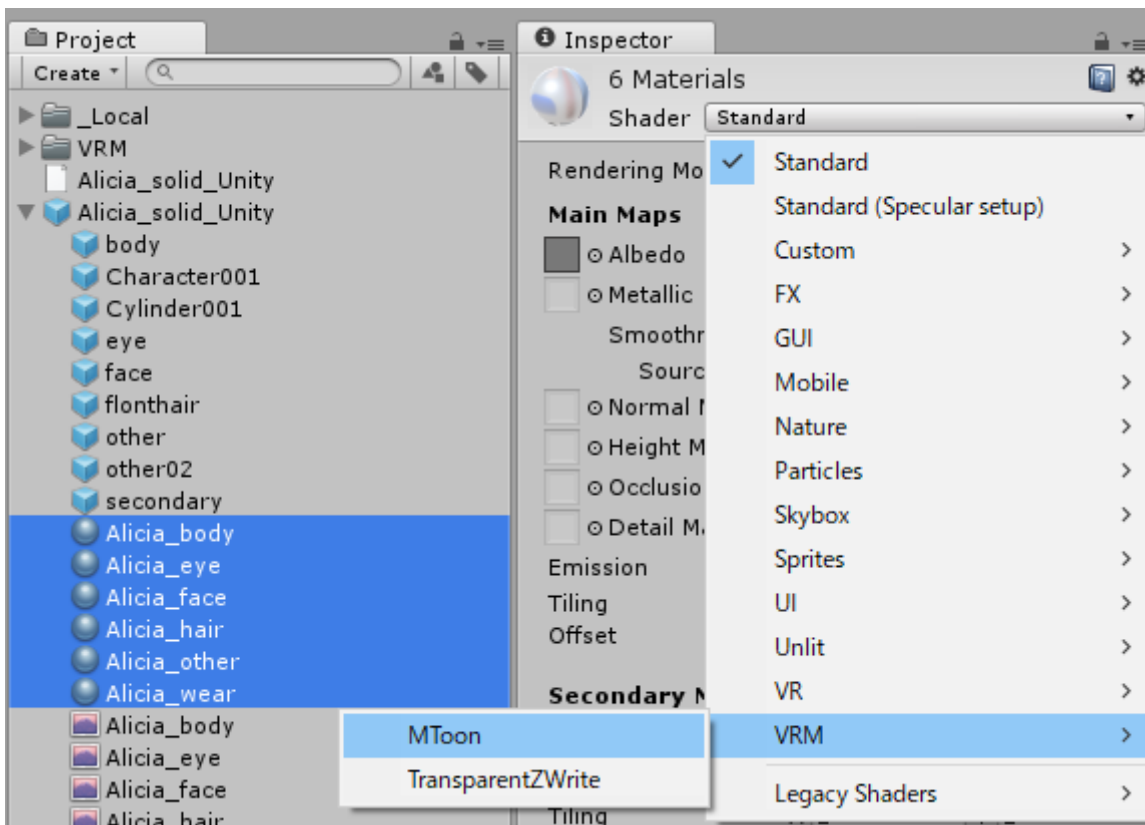
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- [illegible]

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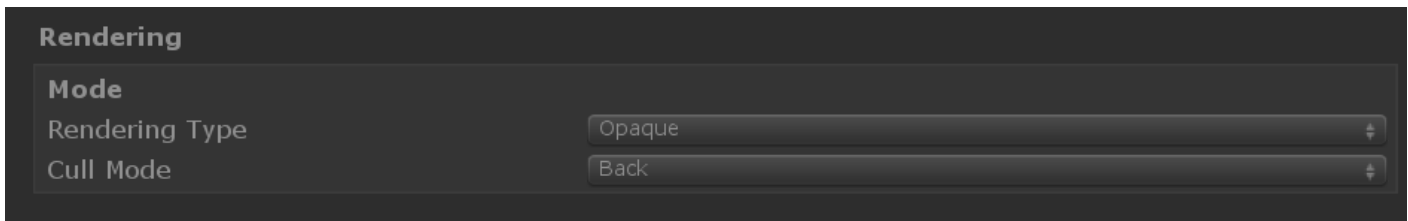


□□□□□□□□(Material) VRM/MTooner) □□



VRM/MToon

Rendering



Rendering Inspector()

Rendering Cull Mode()

(RENDERING TYPE)

- (Opaque)
 - Opaque
- (Cutout)

- [Color -> Lit Color, Alpha] [Alpha] Color -> Alpha -> Cutoff [] alpha []
- [] (Transparent)
 - [Color -> Lit Color , Alpha] [Alpha] []
 - []

[] (CULL MODE)

[]

- Back ([])
 - []
- Front ([])
 - []
- None ([])
 - []

Alpha ([])

[Rendering Type([]) Cutout []

- Cutoff ([Color->Alpha])
 - []

Color([])

[Lit Color, Alpha] [Shade Color] [Lit Color, Alpha] [alpha] [Lit Color, Alpha] [Alpha] []

Lighting([])

Shading Shift([])

[0] [Shadow Receive Multiplier] [0] []

Shading Toony(□□□)

Shading Toony () 1 () Lamber: ()

Shadow Receive Multiplier(□□□)

LightColor Attenuation

Rim Additive

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```

sphere map(MatCap)

```

Emission

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Normal Map

Outline

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Width Mode ☐ ☐ ☐ ☐ ☐

- None ☐ ☐ ☐
- ☐ ☐ ☐ ☐ ☐

- WorldCoordinates[
- 
- ScreenCoordinates[
- 

Width

Color Mode ☐ ☐ ☐ ☐ ☐

- FixedColor [5 slots]
 - [8 slots]
- MixedLighting [5 slots]
 - [32 slots]

Color

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Color Lighting Mix

Color Mode(☐) MixedLinghting(☐)

Revision #5

Created 27 July 2024 07:00:33 by

Updated 1 September 2024 05:58:25 by